

MEN											SIGNIFICANT STRIKES LANDED CHART													SHW, HW, CW, LHW, SMW, MW, SWW									
SR	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24												
10	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27												
9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26												
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25												
7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24												
6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23												
5	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22												
4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21												
3	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20												
2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19												
1	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18												

MEN SIGNIFICANT STRIKES LANDED CHART												WW, SLW, LW, FW, BW, FLY, STRAW											
SR	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24		
10	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32		
9	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
8	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
7	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29		
6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28		
5	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27		
4	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26		
3	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25		
2	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24		
1	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23		

WOMEN		SIGNIFICANT STRIKES LANDED CHART										FEATHERWEIGHT - STRAWWEIGHT									
SR	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
10	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
9	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
8	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
7	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
6	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
5	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
4	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
2	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27

A Roll of "4, 5, 6, 7" triggers a Roll on the FOULS, CUTS, INJURIES CHART. The SSL Total still counts toward the Round. Make sure to record the SSL on the Scorecard in the "SSL" section. If the Fight continues, Roll 2d6 for both Fighters and Totals as EXTRA STRIKES in the "OFF" section.

A Roll of "10, 12, 15, 17, 21, 24" use the GROUND and POUND Chart! This means that the Controlling Fighter got a successful Take Down! Make sure to record the number of SSL on the Scorecard before going to the Ground and Pound Chart. Record any Points gained on the Ground and Pound Chart on the "OFF" section of the Scorecard.

A Roll of "9, 11, 14, 16, 19, 22" use CLINCH and GRAPPLING CHART! This means the Controlling Fighter out Grapples the Opponent! Make sure to record the SSL on the Scorecard in the "SSL" section and any points gained on the Clinch and Grappling Chart on the "OFF" section of the Scorecard.

A Roll of "8, 13, 18, 23" means the Fighter gets to use their STRONGEST OFFENSE! If the Fighter is mainly a STRIKER, Roll 1d6, record that as EXTRA STRIKES. However, if that Fighter has a SR Rating of "6" or Higher, add "2" to the 1d6 Roll! Record in the OFF Phase.
If the Fighter that Rolled in the White Row is stronger at CL or GR, Roll on that Fighter's Strongest area. If that Fighter's Strongest area is a "6" or Higher, add "2" points to this Roll! Record in the OFF Phase.

A Roll of "20" means the Fighter gets a surprise Submission hold on their Opponent! Go directly to the SUBMISSION Chart! Record the SSL.

If after Rolling for the SSL and both Fighters are Tied, the Fighter that won the CONTROL Roll has the OFF Roll!

If after Rolling for the SSL and both Fighters are Tied, and NEITHER Fighter won the CONTROL, Roll 2d6 for both Fighters and add Totals as STRIKES for the OFF Roll!

OPENWEIGHT FIGHTS

You will notice that the Men's SIGNIFICANT STRIKES LANDED Chart is separated into two different charts: 1. HW-SWW and 2. WW-STRAW. Only use the OPENWEIGHT Chart if the two Fighter's Weight Class would be on two different Charts. (IE: HW vs CW, Use the Regular Chart BUT HW vs LW requires the OPENWEIGHT Chart)

In the early years of MMA, there were no "Weight Classes". In many ways there were advantages to having Openweight Fights for both Fighters and Spectators. It opened the door for Fighters to have more Fighters to face and this led to exciting matchups and a great way to test each Fighter's Skill and Ability.

Fighting in the Openweight category requires careful strategizing to maximize the chances of success. A Fighter's Experience, Technique and Skill and Conditioning and Endurance will give a Fighter an advantage regardless of their size. In order to add this to our game, in an Openweight Fight, you can make some adjustments to the Fighter's Ratings on their Scorecards:

REGARDLESS OF THE FIGHTER'S SIZE:

For the Fighter that has the most EXPERIENCE, in the Round Scoring, give them "2" Point per Difference instead of the Normal "1" Point per Difference. *

For the Fighter that has the Highest Rating in STAMINA, DO NOT LOWER that Fighter's STAMINA as the Fight goes on. *

For the Fighter that has the Highest SR Rating, add "1" to their CONTROL Rating when comparing each Fighter's Rating. *

Make sure to note the JUDGE'S BIAS towards their OPENWEIGHT Bias if no other Bias is used. *

MAKE SURE TO MARK YOUR SCORECARDS WITH THESE ABOVE ADJUSTMENTS!!

* If Fighters are tied in this area, do not make any adjustment!!

MMA	SIGNIFICANT STRIKES LANDED CHART																OPENWEIGHT							
SR	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24			
10	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27			
9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26			
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25			
7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24			
6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23			
5	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22			
4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21			
3	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20			
2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19			
1	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18			

A Roll of "4, 5, 6, 7" triggers a Roll on the FOULS, CUTS, INJURIES CHART. The SSL Total still counts toward the Round. Make sure to record the SSL on the Scorecard in the "SSL" section. If the Fight continues, Roll 2d6 for both Fighters and Totals as EXTRA STRIKES in the "OFF" section.

A Roll of "10, 12, 15, 17, 21, 24" use the GROUND and POUND Chart! This means that the Controlling Fighter got a successful Take Down! Make sure to record the number of SSL on the Scorecard before going to the Ground and Pound Chart. Record any Points gained on the Ground and Pound Chart on the "OFF" section of the Scorecard.

A Roll of "9, 11, 14, 16, 19, 22" use CLINCH and GRAPPLING CHART! This means the Controlling Fighter out Grapples the Opponent! Make sure to record the SSL on the Scorecard in the "SSL" section and any points gained on the Clinch and Grappling Chart on the "OFF" section of the Scorecard.

A Roll of "8, 13, 18, 23" means the Fighter gets to use their STRONGEST OFFENSE! If the Fighter is mainly a STRIKER, Roll 1d6, record that as EXTRA STRIKES. However, if that Fighter has a SR Rating of "6" or Higher, add "2" to the 1d6 Roll! Record in the OFF Phase. If the Fighter that Rolled in the White Row is stronger at CL or GR, Roll on that Fighter's Strongest area. If that Fighter's Strongest area is a "6" or Higher, add "2" points to this Roll! Record in the OFF Phase.

A Roll of "20" means the Fighter gets a surprise Submission hold on their Opponent! Go directly to the SUBMISSION Chart! Record the SSL.

If after Rolling for the SSL and both Fighters are Tied, the Fighter that won the CONTROL Roll has the OFF Roll!

If after Rolling for the SSL and both Fighters are Tied, and NEITHER Fighter won the CONTROL, Roll 2d6 for both Fighters and add Totals as STRIKES for the OFF Roll!